



# THE AMAZING ADVENTURES OF **SUPER BUNNY**™

*Comic Book Included*

*Author  
Vic Leone*

*Strong enough to move a planet! Swift enough to catch lightning! Mighty enough to travel vast distances... with a single hop!*



# “THE ORIGIN OF SUPER BUNNY”™

WHO IS THIS LEPINE  
LEGEND? WHAT IS THE  
SECRET OF THIS  
RAMPAGING RABBIT  
WHOSE VERY NAME  
MAKES WOLVES AND  
OWLS QUAKE IN FEAR?



HOW DID THIS COTTON-TAILED  
CRUSADER BECOME A  
HOUSEHOLD WORD--  
TOSSED AROUND THE TABLE  
LIKE SO MUCH LETTUCE?

-- AND THEN, CHILDREN, HE  
FLIES AWAY, WITHOUT EVEN  
WAITING FOR A 'THANK YOU!'

GOSH!

GOLLY!



IN SHORT:  
WHO IS  
SUPER  
BUNNY?



---NO, NOT  
ANYONE YOU'D  
LOGICALLY SUSPECT---

TO FIND OUT, WE HAD BETTER BEGIN AT THE BEGINNING --IN THE SMALL  
VILLAGE OF RABBITVILLE. IT WAS A HAPPY, QUAINT HAMLET--  
LITTLE KNOWN TO THE WORLD AT LARGE---



THOUGH THE TOWN WAS SMALL, ITS STREETS  
WERE BUSY. AFTER ALL, THE LOCAL POPULACE  
TENDE TO BREED LIKE ---

TOP 'O' THE MORNING,  
MRS. LEPUX!



AND SO THINGS WENT -- THE  
INHABITANTS WERE CHEERFUL,  
CAREFREE AND UNDENIABLY FECOND---

--VISITORS  
ARRIVED!

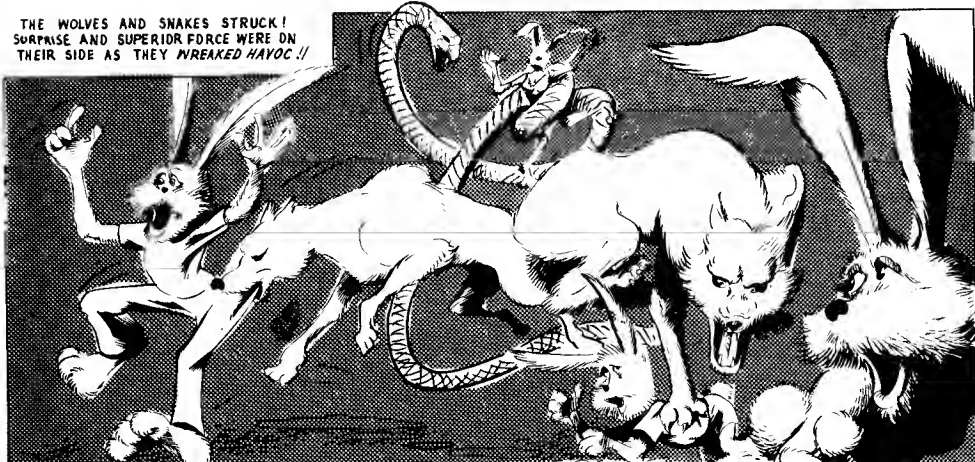


UNTIL  
ONE NIGHT---



THE LIVES OF ALL IN  
RABBITVILLE WOULD NEVER  
BE THE SAME.

THE WOLVES AND SNAKES STRUCK!  
SURPRISE AND SUPERIOR FORCE WERE ON  
THEIR SIDE AS THEY WRECKED HAVOC!!



THE STREETS RAN RED, THE SOUND OF WEeping WAS HEARD THROUGHOUT RABBITVILLE. THE ENEMY HAD TAKEN OVER!



A SMALL HOUSE ON THE OUTSKIRTS OF TOWN--

GRANDFATHER!-- HANS!  
WHAT--WHAT HAS  
HAPPENED TO  
YOU?

MEIN NAME IST  
HASE, ICH WEISS  
VON NICHTS--

WE'VE SEEN  
TERRIBLE THINGS--

-- WOLVES AND GIANT  
SNAKES HAVE ATTACKED --  
THE CITY'S BEEN WIPED  
OUT! WE WERE  
LUCKY TO ESCAPE!

WE MUST LEAVE TONIGHT!

ACH, WE SHOULD NEVER  
HAFF LEFT ZA OLD  
COUNTRY!



-- AND SO THE PITIABLE RABBIT CLAN SOUGHT REFUGE IN THE WILDS --





THEY MET, AND WERE ACCEPTED BY, A SMALL GROUP OF FELLOW - REFUGEES WHO LIVED IN A CRAMPED, HIDDEN BURROW --



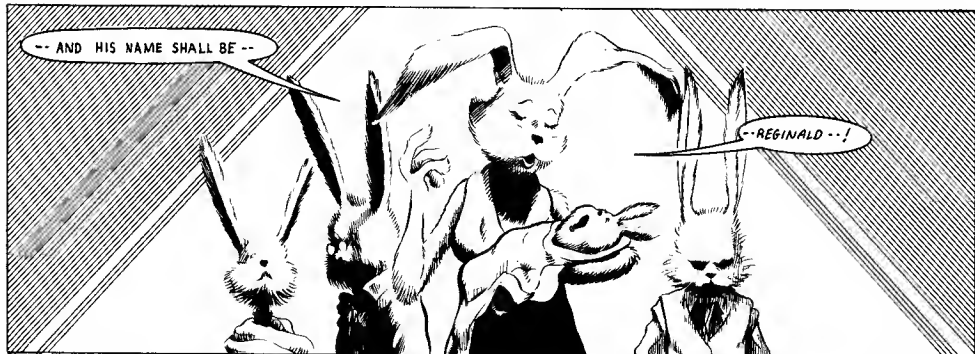
THERE, THEY WERE ABLE TO CREATE A LIFE FOR THEMSELVES -- BUT THEY NEVER FORGOT THE HOME THAT HAD BEEN STOLEN FROM THEM BY THE WOLVES--



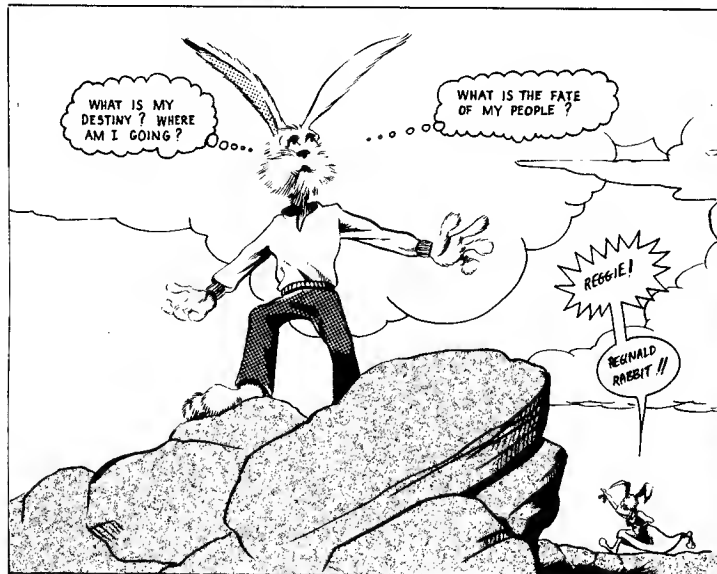
HARD AS THEIR EXISTENCE WAS, IN MANY WAYS THE PROCESSES OF LIFE CONTINUED MUCH AS BEFORE --

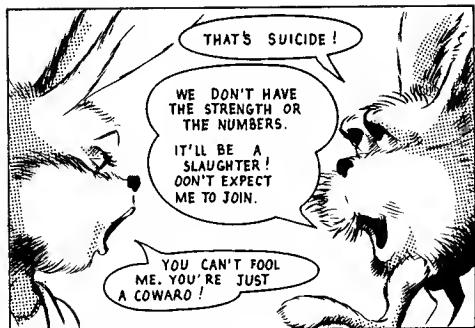


WHEN THE NEWBORN ARRIVED, THE REFUGEE RABBITS SENSED THAT HERE WAS A BUNNY DIFFERENT, SOMEHOW, FROM ALL OTHER BUNNIES ---



THE INFANT GREW TO BE A BOY, AND THE BOY BECAME AN ADOLESCENT -- YET YOUNG REGGIE PROVED HIMSELF NO FIGHTER -- INSTEAD, HE PONDERED DEEP THOUGHTS WHILE ROAMING THE WILDS SURROUNDING HIS EXILE HOME ---

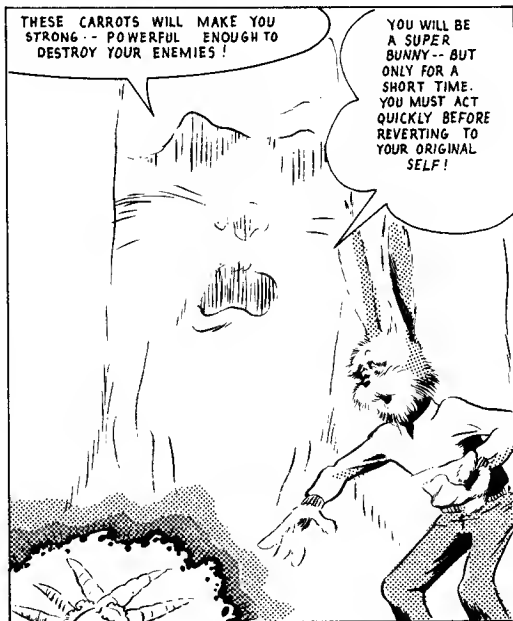
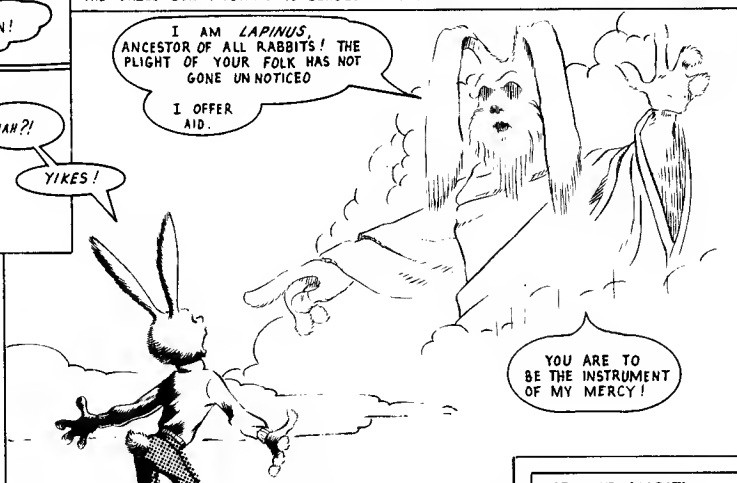




THE DAZED BUNNY TURNED TO BEHOLD--- A VISION!



THE HAND OF LAPINUS REACHED FORTH-- AND THERE APPEARED A BUNCH OF CARROTS---



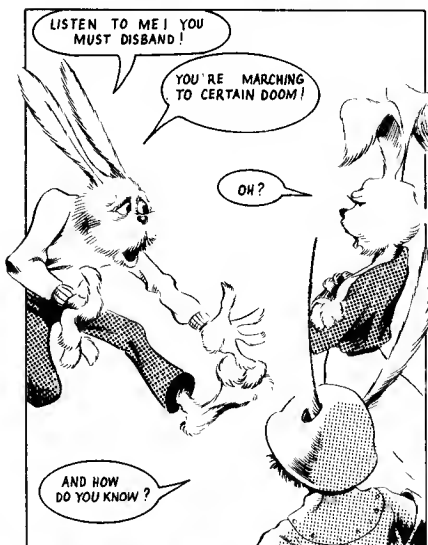
AT THAT MOMENT, IN THE SECRET HEADQUARTERS OF R.E.A.L. (THE RABBITVILLE EXILES' ARMY OF LIBERATION), GENERAL HARE BRANE GATHERED HIS FORCES FOR ATTACK---



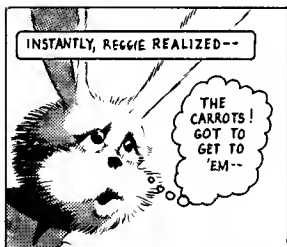
WE'VE EVEN PUT ASIDE GREAT IDEOLOGICAL DIFFERENCES TO FORM A COALITION WITH E.L.A.R. -- THE EXILED LIBERATION ARMY OF RABBITVILLE!



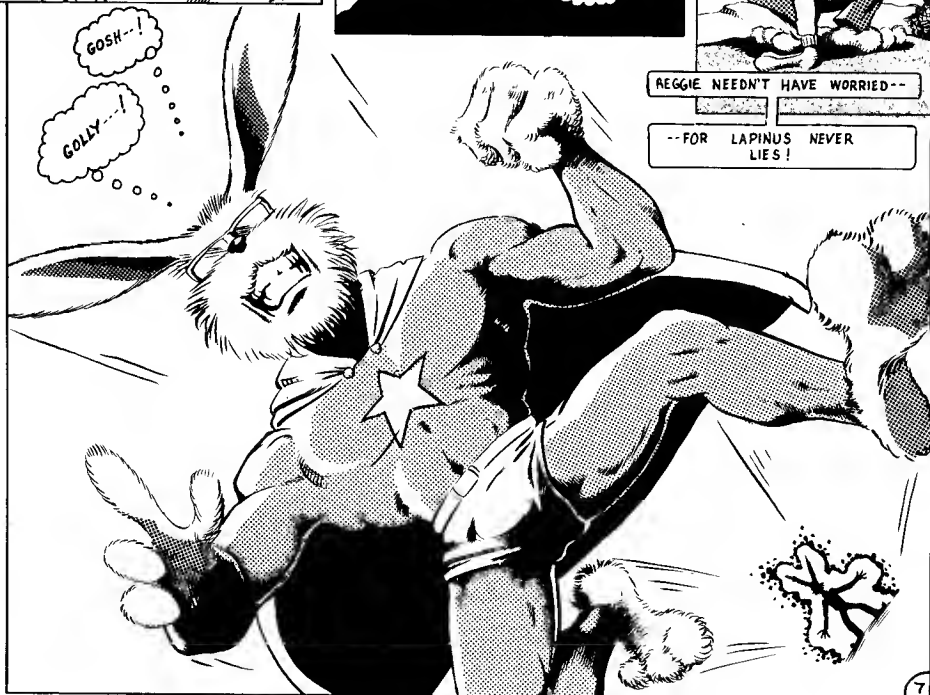
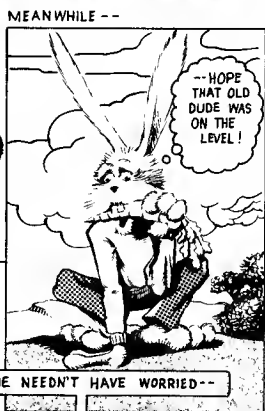
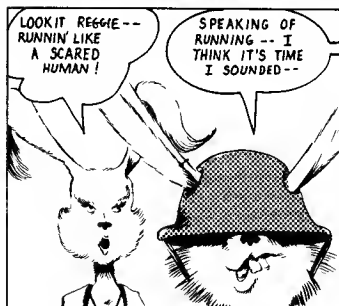
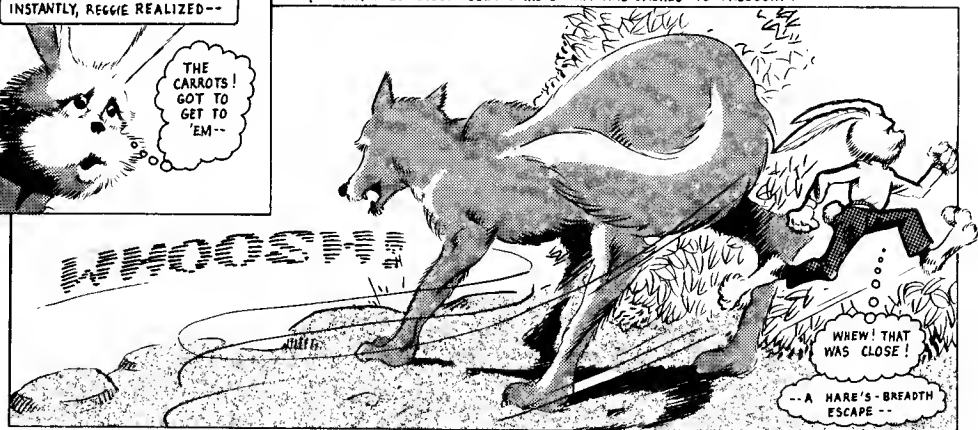
SUDDENLY, REGGIE RUSHED OUT INTO THE CLEARING--

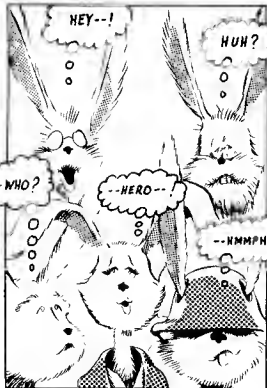
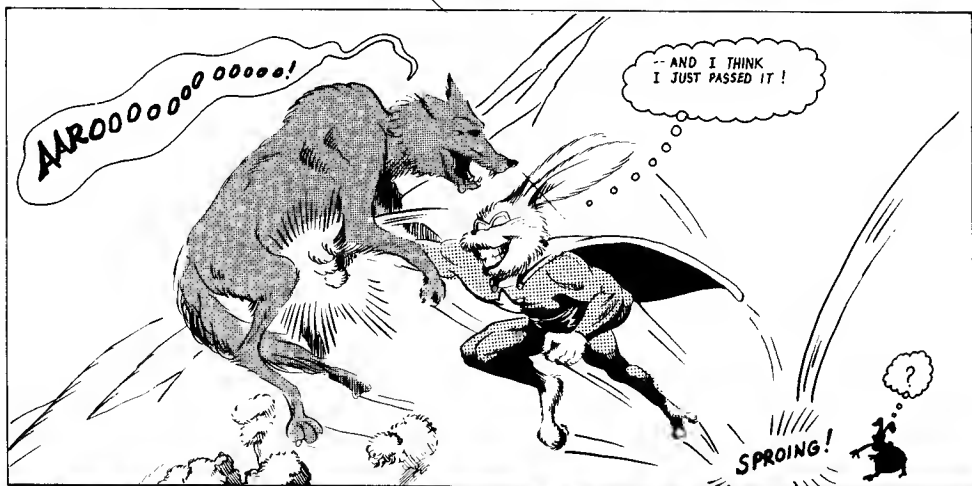


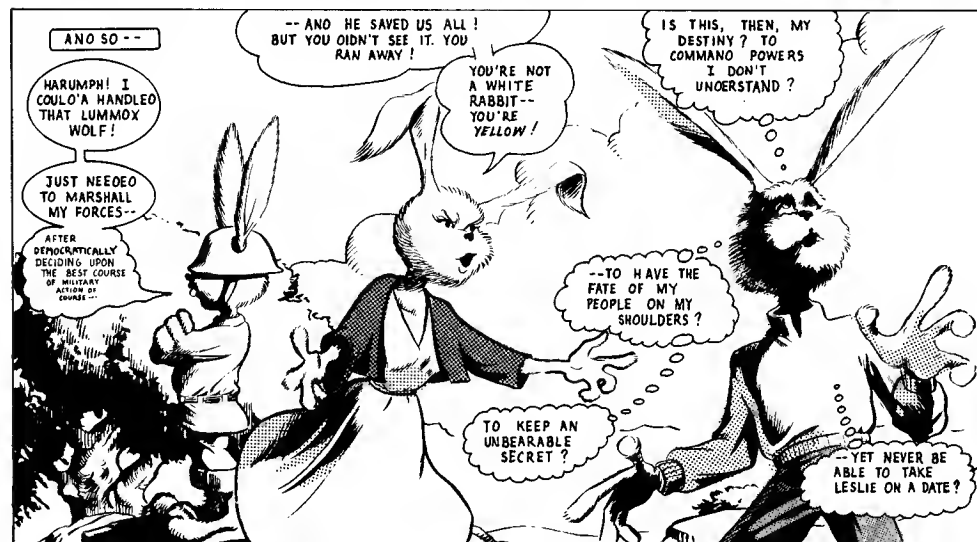
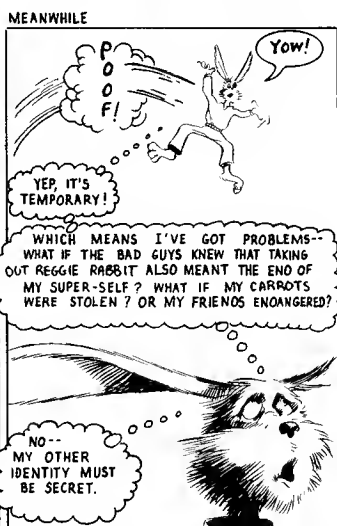




THE QUICK-WITTED RABBIT DODGED HIS ENEMY AND DASHED TO FREEDOM!







## Super Bunny Instructions

Guide Reggie Rabbit across the screen, hopping onto elevators, to the magic carrots. Avoid wolves, snakes, owls, vultures, etc. When he reaches the other side, grab the carrots and . . . voila! Reggie turns into SUPER BUNNY! You can then guide him left across the screen, this time pouncing ON the animals, with a POW! ZAP! CRASH! as you beat them up. When all the animals on one level have vanished, you will progress to the next.

Reggie/SUPER BUNNY has 5 lives. Be careful how you hop from elevator to elevator — if you don't do it just right you'll lose one of your lives. The number of points you receive for hopping from one elevator to another depends partly on how close you get to the elevator floor. The closer you get the more points you receive. Conversely, the further away from the floor you hop the fewer points you'll receive. Reggie's ears get bigger when you reach levels 3 and 5 so watch your aim when you jump. Use the right arrow to move Reggie/SUPER BUNNY to the right and the left arrow to move him to the left. A joystick option is also available (hit "P"). The faster you reach the carrots, the more bonus points you receive — 500, 250, or 0. The gremlin holding the carrots will also try to confuse you by moving into 3 different positions — watch him!

The magic powers of the carrots last only for a short time:

1st level . . . . .	45 seconds
2nd level . . . . .	40 seconds
3rd level . . . . .	35 seconds
4th level . . . . .	30 seconds
5th level . . . . .	25 seconds
6th level . . . . .	20 seconds

If you do not beat up the animals during this time, SUPER BUNNY will turn back into Reggie Rabbit, and you'll have to guide him back to the carrots to regain his powers. As you progress from level one to level six, the elevators change, the animals and obstacles get meaner, and the play speeds up. Once you become SUPER BUNNY, more points are awarded for each obstacle you eliminate, if you avoid hitting elevators and losing lives. The entire point scheme is based upon awarding more points as higher levels are reached. You receive a bonus bunny when you start level 3 and level 6 and will be rewarded with a surprise when you complete all six levels.

P . . . . . Paddle/Joystick option (toggle)

S . . . . . View 10 highest scores

→ . . . . . Move right

← . . . . . Move left



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ISBN 0-88190-094-X

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